

REMARKS

Claims 1-40 are currently pending in the application. Claims 1, 15, 19, 20, 21, 24 and 26 have been amended. Claims 18 and 30-40 have been cancelled. Claims 41-44 have been added.

The applicant believes the claim amendments do not add any new matter. Amendments relating to splitting the video display into windows are shown and described with respect to FIG. 2.

Specification

The examiner objected to the language of the abstract. The abstract has been amended and the objection is believed overcome thereby.

The examiner objected to the title as not being descriptive. A new title has been provided and the objection is believed overcome thereby.

Drawings

Drawings were objected to by Draftsperson. Corrected drawings have been submitted with the reply to the office action and the rejection is believed overcome thereby.

Restriction

An election of restricted claims has been provided with the reply to the office action.

Rejections under 35 U.S.C. § 112

Claims 20 and 21 were reject under U.S.C. § 112, second paragraph. Claims 20 and 21 have been amended to correct the defect in antecedent basis recited by the examiner and the rejection is believed overcome thereby.

Claim 24 was rejected under U.S.C. § 112, second paragraph. Claim 24 has been amended for clarification purposes and the rejection is believed overcome thereby.

Rejections under 35 U.S.C. § 102

The Examiner rejected claims 1, 2, 6, 7, 17, 38-40 under 35 USC 102(b) as being anticipated by Fey (Slot Machines, 1983, Liberty Belle Books). The rejection is respectively traversed.

Claims 38-40 have been cancelled without prejudice to Fey. Claims 1, 2, 6, 7 and 17 each include a limitation for a video display where "the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display." Fey teaches mechanical displays and does not teach

video displays. For at least these reasons, Fey can't be said to anticipate claims 1, 2, 6, 7 and 17 and withdrawal of the rejections is respectfully requested.

The Examiner rejected claims 1-8, 10-16, 18, 19, 22, 23, 25, 26, 28, 29 and 38-40 under 35 USC 102(e) as being clearly anticipated by Walker et al. (US patent No. 6, 113, 495). The rejection is respectfully traversed.

Claims 18 and 38-40 have been cancelled. Claims 1-8, 10-16, 19, 22, 23, 25, 26, 28, 29 each include a limitation for a video display device where "the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display." The video display device is coupled to a main cabinet of the gaming machine. In Walker, as described by the Examiner in analysis of claim 1, three reels are used to present the game and a separate video display area is used to display entertainment. Thus, in Walker as shown in FIG. 1, the game outcome presentation and the entertainment are displayed on separate display devices. Walker also describes the use of a VR headset for displaying entertainment (Col 7, 62-Col 8, 9). However, Walker does not describe a video display device in FIG. 1 that can be split into a plurality windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display device. Therefore, for at least these reasons, Walker can't be said to anticipate claims 1-8, 10-16, 19, 22, 23, 25, 26, 28, 29 and withdrawal of the rejections is respectfully requested.

Newly added claims 41-44 also include the limitation for a video display device where "the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display." The video display device is coupled to a main cabinet of the gaming machine. Thus, Walker, for at least the reasons described above with respect to claim 1, can't be said to anticipate claims 41-44.

In regards to claim 15 and newly added claim 43, these claims recited the additional limitation that "the entertainment content can be accessed without requiring a game of chance to be played prior to accessing the entertainment content." Walker, as shown in FIG. 8, teaches that the player initiates play (820) prior to receiving an entertainment service. Walker in FIG. 8, does not describe that the entertainment content can be accessed without requiring a game of chance to be played prior to accessing the entertainment content. Thus, claims 15 and claim 43 provide an additional patentably distinct limitation as compared to Walker.

The Examiner rejected claims 24 under 35 USC 102(e) as being clearly anticipated by Walker et al. (US patent No. 6, 113, 495) or obvious over Walker under 35 USC 103(a). The rejection is respectfully traversed.

Claim 24 includes the limitation for a video display device where "the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the

game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display.” The video display device is coupled to a main cabinet of the gaming machine. Thus, Walker, for at least the reasons described above with respect to claim 1, can’t be said to anticipate or render obvious claim 24.

Rejections under 35 U.S.C. § 103

The Examiner rejected claim 9 under U.S.C. 103 (a) as being unpatentable over Walker et al. as applied to claim 8 in view of Dabrowski (US Patent No. 6, 379, 246). The rejection is respectfully traversed.

Claim 9 includes the limitation for a video display device where “the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display.” The video display device is coupled to a main cabinet of the gaming machine. Walker, for at least the reasons described above with respect to claim 1, can’t be said to anticipate or render obvious claim 9. Further, Walker teaches separate display devices, reels and a video display, for displaying respectively the game and the entertainment. This teaches away from the present invention, which describes a game outcome presentation and video-formatted entertainment content can be displayed simultaneously on the same video display device. The addition of firewall as described in Dabrowski (Col 3, 60-62) does not overcome the deficiencies in Walker in regards to the properties of the video display device. Therefore, for at least these reasons, Walker, Dabrowski and the combination of Walker and Dabrowski can’t be said to render obvious claim 9 and the rejection is believed overcome thereby.

The Examiner rejected claims 17, 20, 21 and 27 under U.S.C. 103 (a) as being unpatentable over Walker et al. as applied to claim 1 and 19. The rejection is respectfully traversed.

Claims 17, 20, 21 and 27 each include the limitation for a video display device where “the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display.” The video display device is coupled to a main cabinet of the gaming machine. Walker teaches separate display devices, reels and a video display, for displaying respectively the game and the video entertainment and does not describe displaying the game and the entertainment on the same display device. This also teaches away from the present invention, which describes a game outcome presentation and video-formatted entertainment content can be displayed simultaneously on the same video display device. Therefore, for at least the reasons recited

above, Walker, can't be said to render obvious the invention as recited in claim 17, 20, 21 and 27 and the objection is believed overcome thereby.

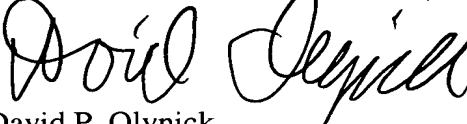
Double Patenting

The examiner rejected claims 1-7, 11, 16, 18, 19, 25, 28, 29 and 38-40 under the judicially created doctrine of obviousness-type double patenting as being unpatentable over claims 1-4, 7-9, 11-13 and 15 of U.S. patent 6, 302, 790. The rejection is respectfully traversed.

Claims 18, 38-40 have been cancelled. Claims 1-7, 11, 16, 19, 25, 28 and 29 each include the limitation for a video display device where "the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display." Claims 1-4, 7-9, 11-13 and 15 of U.S. patent 6, 302, 790 teach slot machine reels for displaying the game outcome (Claim 1) and second device for displaying a stored performance (Claim 2). In 6, 302, 790 in claims 1-4, 7-9, 11-13 and 15, the limitation described in claim 1 is not described. Thus, applicant submits that claims 1-7, 11, 16, 18, 19, 25, 28, 29, as amended, are patentably distinct from the claims 1-4, 7-9, 11-13 and 15 of 6, 302, 790 and withdrawal of the double patenting rejection is respectfully requested.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,
BEYER WEAVER & THOMAS, LLP


David P. Olynick
Reg. No.: 48,615

P.O. Box 778
Berkeley, CA 94704-0778
510-843-6200

APPENDIX A

A [disclosed gaming machine provides a] gaming machine with devices able to output entertainment content (e.g. movies, TV programming, audio programs and advertising) from entertainment content sources located within the gaming machine or outside of the gaming machine is described. A player utilizing the gaming machine may access, independently of game play, entertainment content on the gaming machine where access to the entertainment content is granted according to a predetermined fee. In addition, the player utilizing the gaming machine may receive personal messages on the gaming machine. For example, while utilizing the gaming machine, a player may receive, e-mail, stock quotes, news and advertising that is of particular interest to the player utilizing the gaming machine.

APPENDIX B

1. (Amended) A gaming machine comprising:
 - a video display device coupled to a main cabinet of the gaming machine;
 - a master gaming controller that controls one or more games played on the gaming machine and presents a game outcome presentation on said video display device;
 - at least one input device for selecting an entertainment content source; and
 - at least one output device configured to output entertainment content from the selected entertainment content source,

wherein the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display device.

[wherein the entertainment content is independent of the game outcome presentation presented on the gaming machine.]
2. The gaming machine of claim 1, wherein the output device includes at least one of a sound projection device, a monitor, an LCD, a fluorescent display, a pair of headphones, or a head-mounted video display.
3. The gaming machine of claim 1, wherein the entertainment content source includes at least one of a CD player, an FM/AM tuner, a VHS player, a DVD player, a TV tuner, a musical jukebox, a video jukebox, a computer, a server, or a media software application.
4. The gaming machine claim 3, wherein the media software application is selected from a group consisting of an audio player, an image viewer, a movie player or a web browser.
5. The gaming machine of claim 1, wherein the input device includes at least one of a key pad, a touch screen, a mouse, a joystick and input button and a track ball.

6. The gaming machine of claim 1, wherein the entertainment content includes at least an advertisement, news, stock quotes, electronic mail, a web page, a message service, a locator service and a hotel/casino service, a movie, a musical selection or a broadcast event.

7. The gaming machine of claim 1, wherein the game includes at least a video slot game, a mechanical slot game, a pachinko game, a video poker game or a keno game.

8. The gaming machine of claim 1, further comprising a first communication interface wherein the first communication interface allows the gaming machine to communicate with an entertainment content source located outside of the gaming machine.

9. The gaming machine of claim 8, further comprising a firewall that limits access to the gaming machine via the first communication interface.

10. The gaming machine of claim 1, wherein the entertainment content is initiated when a game play is initiated on the gaming machine.

11. The gaming machine of claim 1, wherein access to the entertainment content is time dependent upon an indicia of credit amount, a wager amount, or a game playing history.

12. The gaming machine of claim 1, wherein the entertainment content is provided according to a player information profile.

13. The gaming machine of claim 1, further comprising a second communication interface allowing the gaming machine to communicate with an output device located outside the gaming machine.

14. The gaming machine of claim 1, wherein the gaming machine is connected to an entertainment service network.

15. (Amended) The gaming machine of claim 1, wherein the entertainment content can be accessed on the gaming machine without requiring a game of chance to be played prior to accessing the entertainment content [is displayed on the display device while the game outcome presentation is displayed on the display device.]

16. (Amended) The gaming machine of claim 1, wherein the entertainment content is displayed on the output device while the game outcome presentation is displayed on the video display device.

17. The gaming machine of claim 1, wherein the input device is used to control a feature of the entertainment content.

18. Cancelled.

19. (Amended) A method of providing entertainment content on a gaming machine with a video display device coupled to a main cabinet of the gaming machine for providing game outcome presentations for one or more games, the method comprising;

displaying a list of one or more entertainment content sources;

receiving a selection of the entertainment content source from said list;

outputting the entertainment content from the selected entertainment content source to at least one [an] output device;

wherein the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and visually formatted entertainment content output from the selected entertainment content source in a second window of the video display device.

[wherein said entertainment content is independent of the game outcome presentation for the one or more games].

20. (Amended) The method of claim 19, further comprising:
prior to outputting the entertainment content, determining an indicia of credit amount for the selected entertainment content source;

displaying a message on the display device notifying a player of the [required]determined indicia of credit amount for the selected entertainment content source; and

initiating the output of the selected entertainment content when the [required]determined indicia of credit amount is available on the gaming machine.

21. (Amended) The method of claim [19]20, wherein the [required]determined indicia of credit amount is independent of a wager on a game play on the gaming machine.

22. The method of claim 19, further comprising
prior to receiving the selection,
receiving player tracking information; and
allowing access to the entertainment content sources based upon the player tracking
information.

23. The method of claim 19, further comprising:
determining a total access time to the entertainment content source based upon player
tracking information, a wager amount on a game or a indicia of credit amount deposited into the
gaming machine;
comparing an access time to the entertainment source to the total access time; and
terminating access to the entertainment content source when the access time exceeds the
total access time.

24. (Amended) The method of claim 19, further comprising:
prior to displaying the list of entertainment content sources,
loading information enabling the entertainment content available on [to] the entertainment
content sources to be displayed.

25. The method of claim 19, further comprising:
displaying entertainment content on the output device while displaying the game outcome
presentation on a display device.

26. (Amended) The method of claim 25, wherein the output device is a first video
display device and the display device is a second video display device[are the same device].

27. The method of claim 19, further comprising:
receiving a second input signal to control a feature of the entertainment content source;
and
controlling said feature indicated in said second input signal.

28. The gaming machine of claim 19, wherein entertainment content at least include an advertisement, news, stock quotes, electronic mail, a web page, a message service, a locator service or a hotel/casino service, a movie, a musical selection and a broadcast event.

29. The gaming machine of claim 19, wherein the game is a video slot game, a mechanical slot game, a pachinko game, a video poker game or a keno game.

Claims 30–40 Cancelled.

41. The method of claim 19, further comprising:
displaying a game outcome presentation for the one or more games wherein the entertainment content is provided during selected operational modes of the gaming machine.

42. The method of claim 19, further comprising:
splitting the video display into a plurality of windows;
displaying a game outcome presentation in a first window and
displaying video-formatted entertainment content in a second window.

43. The method of claim 19, further comprising:
providing one or more player predetermined conditions a player must satisfy to access entertainment content on the gaming machine; and
upon satisfying at least one of the predetermined conditions, outputting the entertainment content to an output device;
wherein the entertainment content can be accessed without requiring a game of chance to be played prior to accessing the entertainment content.

44. A gaming machine comprising:
a video display device coupled to a main cabinet of the gaming machine;
a master gaming controller that controls one or more games played on the gaming machine and presents a game outcome presentation on said video display device;
at least one input device for selecting an entertainment content source; and
at least one output device configured to output audio-formatted entertainment content from the selected entertainment content source,

wherein the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content from the selected entertainment content source in a second window of the video display device.